*Fig. 1*

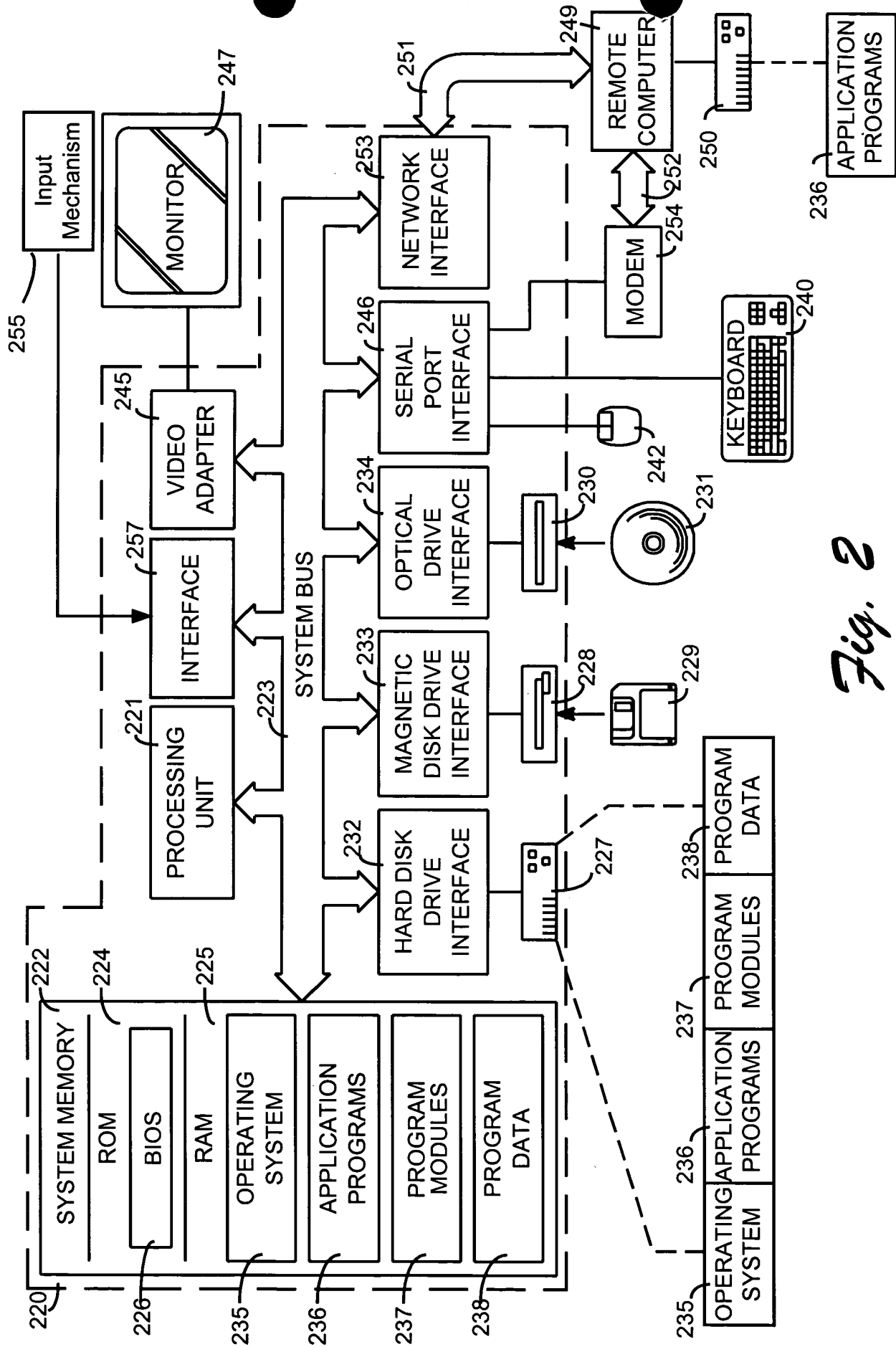


Fig. 2

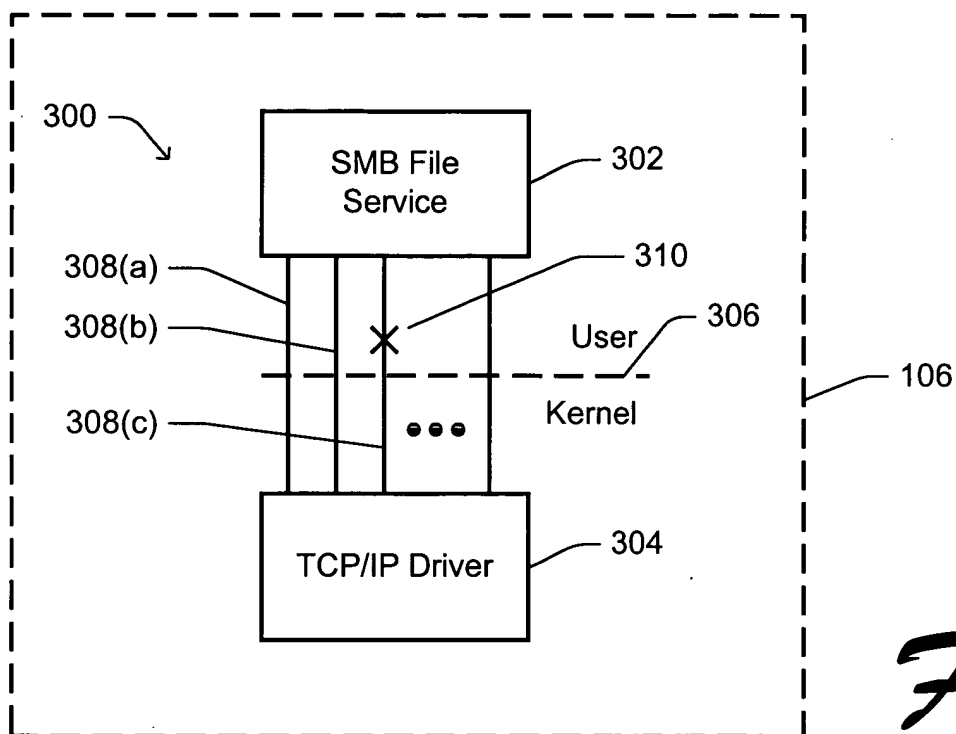


Fig. 3
(Prior Art)

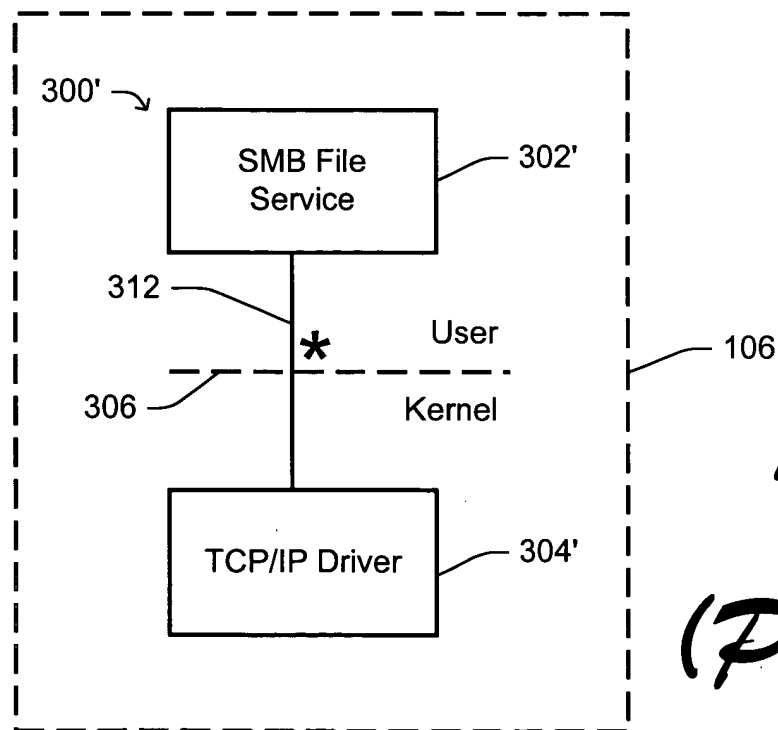


Fig. 4
(Prior Art)

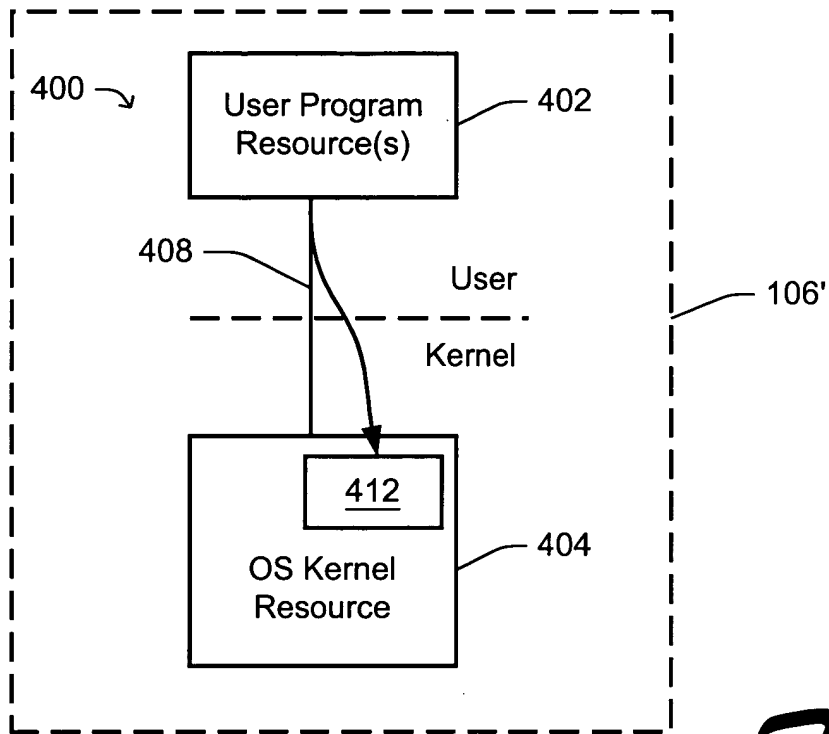


Fig. 5

400' → Server Architecture

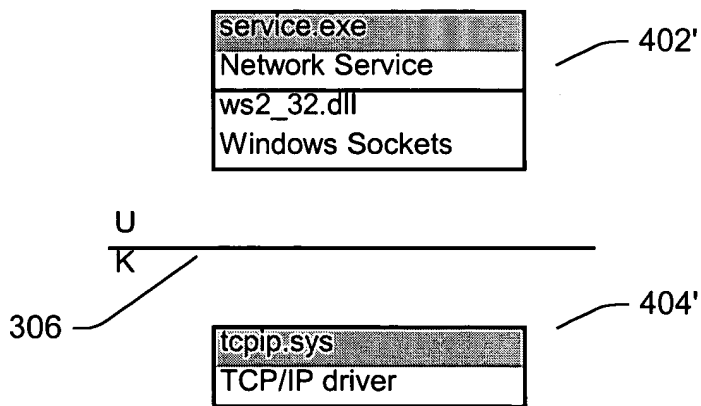
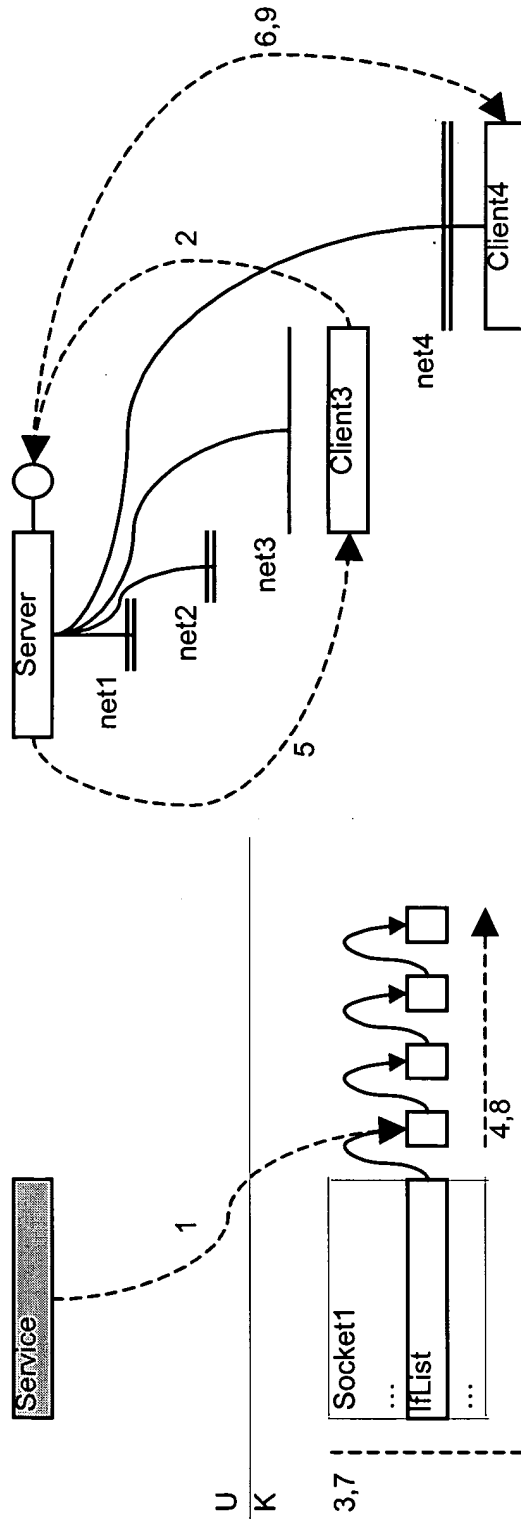


Fig. 6



1. Service issues SIO_ADD_IFLIST to net1, net2, and net4 to its interface list on Socket1.
2. Client3 sends request on net3, which is unauthorized.
3. TCP/IP receives request from Client3 and begins scanning all matching sockets.
4. **TCP/IP matches request to Socket1, but ignores match since net3 is not in IfList**
5. TCP/IP sends request rejection to Client3
6. Client4 sends request on net4, which is authorized.
7. TCP/IP receives request from Client4 and begins scanning all matching sockets
8. **TCP/IP matches request to Socket1, and retains match since net4 is in IfList**
9. TCP/IP sends request acceptance to Client4.

Fig. 7